C Bootcamp

Day 2

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Structures
Structures

An aggregate data type which contains a fixed number of components

Declaration:
```c
struct name {
    // components
    // more components
};
```

For example
```c
struct dob {
    int month;
    int day;
    int year;
};
```

Each dob has a month, day, and year (ints) inside it

Using structures

Declare variables using `struct` keyword

All internal variables are allocated space
```c
struct dob d1, d2;
```

Access member values using `.‘ notation
```c
d1.day = 10;
d2.year = 1976;
printf("\d\n", d2.year);
```

A structure can be assigned directly to another structure
```c
struct dob d1, d2;
d1.day = 10;
d1.month = 12;
d1.year = 1976;
d2 = d1; // now d2 has the same values as d1 for its fields.
```
Operations on structures

Cannot check to see if two structures are alike directly

```c
struct dob d1, d2;
if (d1 == d2) // WRONG !!!
```

To compare, we need to check every internal value

Cannot print structures directly
Must print one field at a time

Pointers to structures use the ‘->’ notation

```c
struct dob *d1;
d1->year = 1976;
d1->day = 26;
d1->month = 6;
```

A little more on structures

Can be initialized field by field or during declaration

```c
struct dob d1 = {26, 06, 1976};
```

Can create arrays of structures

```c
struct dob d1[10]; // array of 10 structs dob
```

And access them in the usual manner

```c
d1[1].day = 26;
d1[1].month = 6;
d1[1].year = 1976;
```
Making a structure into a type

Type definition allows an alias for an existing type identifier

typedef type name;

For example
typedef struct dob_s {
    int day;
    int month;
    int year;
} dob;

Now, can simply do
dob my_dob;
dob.year = 17;

Pointers
Pointers

Pointers are an address in memory
Includes variable addresses, constant addresses, function address...

It is a data type just like any other (int, float, double, char)

On 32-bit machines, pointers are 4 bytes in size
On 64-bit machines, pointers are 8 bytes

Pointers point to a particular data type
The compiler checks pointers for correct use just as it checks int, float, etc.

Declaring pointers

No data type called pointer
Instead, use * to denote a pointer
int *ptrx; // pointer to data type int.
float *ft; // pointer to data type float.

Compiler associates pointers with corresponding data types
Variables ptrx and ft contain addresses that hold int and float values
Referencing/dereferencing pointers

How can you create a pointer to a variable?
Use &, which returns the address of the argument

```c
int y = 7;
int *x = &y; // assigns the address of y to x
```

How can you get the value pointed to?
Dereference the pointer using * (unf., * is used both in definitions and here)
Go to the address which is stored in x, and return the value at that address.

```c
int y = 7; // y is 7
int *x = &y; // x is the memory address of y
int z = *x; // z is now 7
```

```c
(*a)++; // increments the value pointed to a
*(a + 1); // accesses the value pointed to by the address (a + 1)
```

Pointer quiz

```c
int y=10;
int x = y;
y++;
x++; // increments x to the value of y
```

What is the value of y?

```c
int y=10;
int *x = &y;
y++; // increments y to the value of *x
(*x)++; // increments the value pointed to by x
```

What is the value of y?
Arrays and pointers

Compiler associates the address of the array to/with the name

\[
\text{int temp[34];}
\]

Array name (temp) is the pointer to the first element of array

To access the nth element of the array:

\[
\text{Address = starting address + n * size of element}
\]

\[
\text{Starting address = name of the array}
\]

\[
\text{Size of element = size of data type of array}
\]

\[
<\text{array name}>[n] \text{ de-references the value at the nth location in the array}
\]

\[
\text{int temp[10]; \ // Assume temp = 100 (memory address)}
\]

\[
\text{temp[5] = *(100 + (4 \times 5)) = *(120) \ // dereference address 120}
\]

Passing arrays

Passing an array passes a pointer

Passing an array as an argument passes the address

Hence arrays are always passed by reference

\[
\text{int general (int size, int name[]); \ //Expects a pointer to an int array}
\]

\[
\text{int general (int size, int *name); \ //Expects a pointer to an int}
\]

\[
\text{void foo(int a[])} \{
\text{a[0] = 17;}
\}
\]

\[
\text{int b[1] = \{ 5 \};}
\]

\[
\text{foo(b);}\]

What is the value of \text{b[0]}?
Functions and pointers

Functions must return a value of the declared type

Just like variables, functions can return a pointer
What does the following function return?
float *calc_area (float radius);

Function formal arguments may be of type pointer:
double calc_size (int *stars);

For example, scanf takes in parameters as pointers:
int scanf(const char *format, ...); // int*, int*
scanf("%d%f", &x, &f);

Passing in pointers

Why pass a variable address at all and complicate functions?
By design we can return only one value
Sometimes we need to return back more than one value

For example, consider scanf("%d%f", &x, &f);
Three values are returned (in x, f, and the return value)
Pointers allows us to return more than one value
**Pointer arithmetic**

Pointers can be added to and also subtracted from
Pointers contain addresses

Adding to a pointer goes to next specified location (dep. on data type)
```
<data type> *ptr;
ptr + d means ptr + d * sizeof (<data type>);
```

For example
```
int *ptr;
ptr + 2 means ptr + 2*4 which is ptr + 8
```

```
char *ptr;
ptr + d means ptr + 2*1 which is ptr + 2
```

---

**Example**

```
#include <stdio.h>
int main () {
int *i;
int j = 10;
i = &j;
printf("address of j is : %p\n", i);
printf("address of j + 1 is : %p\n", i + 1);
}
```

What is the output?

```
$ ./a.out
address of j is : 0xbfffa60
address of j + 1 is : 0xbfffa64
$
```

Note that j + 1 is actually 4 more than j
Character strings

A sequence of character constants such as “This is a string”
   Each character is a character constant in a consecutive memory block

Representation in memory

```
This is a string \0
```

Each character is stored in ASCII, in turn is stored in binary
   Character strings are actually character arrays

A string constant is a character array whose elements cannot change

```c
char *msg = "This is a message";
```
Strings as arrays

char *msg = "This is a string !";

The variable msg is associated with a pointer to the first element
msg is an array of 19 characters
\0 is also considered a character
  Appended to each string by the OS
  Used to distinguish strings in memory, acts as the end of the string
  Also called the NULL character

Character pointers
char *ptr;
ptr = "This is a string";

ptr is a character pointer containing the address of the first character (T)
  Which is the first element of the character array containing "This is a string"

String functions

Pointers to character strings can be manipulated as other pointers
char *point1, *point2 = "welcome";
point1 = point2;
if (point1 == point2) { // valid, but will only compare pointers

Utilities provided as part of the C standard libraries
Most of the functions can be found in the header file string.h or stdlib.h
Always check the man page to find out the header file of that function
bash$ man 3 strlen
**strcmp, strlen**

```c
int strncmp (char *ptr1, char *ptr2)

Compares strings pointed to by ptr1 and ptr2
Returns 0 if identical strings, non-zero otherwise.
if (strncmp ("welcome", "cs132") == 0) { ... }
char *ptr = "welcome";
if (strncmp ("welcome", ptr) == 0) // true

int strlen (const char *ptr)

Returns count of characters in string.
Does not include NULL character in count
int x = strlen ("welcome"); // x has value 7
```

**strcpy**

```c
char *strcpy (char *ptr1, char *ptr2)

Copies entire string pointed to by ptr2 onto ptr1.
Returns address of string at ptr1 (we had this anyway, but we get it back anyway, useful sometimes)
char *ptr1 = "welcome";
char ptr2 [10];
strcpy (ptr2, ptr1);

Now ptr2 has *a copy* of the string "welcome"

IMPORTANT: ptr1 must have enough space to contain the entire string
char ptr[4] = "Hey"; // string of 4 characters
strcpy (ptr, "hello"); // RUN-TIME ERROR
```
Getting numbers from strings

```c
int atoi (const char *ptr);

Converts an alphanumeric string to an integer if possible
Returns 0 and sets global variable errno if an error occurs
```

double atof (const char *ptr);

Converts an alphanumeric string to a double if possible

```c
int a = atoi("17"); //a is now 17
double b = atof("89.29393"); //b is now 89.29393
```
**argc and argv**

How can we access the command line?
- Done using two variables `argc` and `argv`, passed as an argument to main
  ```c
  int main (int argc, char *argv[]) {
  
  
  argc contains the total number of arguments, which includes the command
  argv contains the list of pointers to all the arguments (length argc)
  ```

Who fills up these two variables?
- Done by the OS
- `argv` is automatically resized to include the whole command

**Using the arguments**

```c
#include <stdio.h>

int main (int argc, char *argv[]) {
  int i;
  printf("The number of arguments = %d\n", argc);
  for (i = 0; i < argc; i++)
    printf("%d. %s\n", i, argv[i]); // print each argument.
}
```

Will print out each of the arguments passed in

```
bash$ ./a.out
  The number of arguments = 1
  0. ./a.out
bash$ ./a.out first second
  The number of arguments = 3
  0. ./a.out
  1. first
  2. second
```